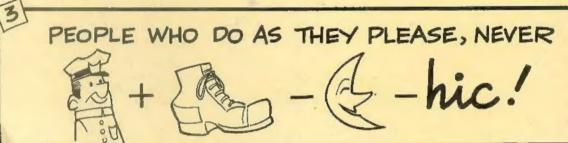
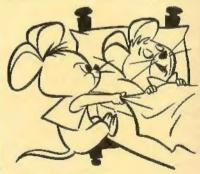


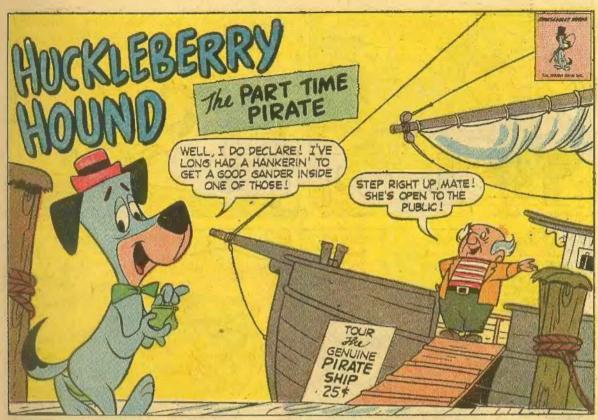
BE TRUE TO YOUR TEETH, OR SOMEDAY THEY MAY BE

WHEN YOU HIT THE NAIL ON THE HEAD, MAKE SURE IT'S NOT YOUR

















HUCKLEBERRY HOUND, No. 1050, Oct. Dec., 1959. Published by Dell Publishing Co., Inc., 750 Third Ave., New York 17, N. Y. George T. Delacorte, Ir., Publisher; Helen Meyer, President; Paul R. Lilly, Executive Vice-President; Harold Clark, Vice-Pres. Advertising Director; Albert P. Delacorte, Treasurer, All rights reserved throughout the world. Authorized addition. Printed in U.S.A. Designed and produced by Western Printing & Lithographing Co. Copyright © 1858. Hamma-Barberta Productions.

This periodical shall be seld only through authorized dealers. Sales of mutilated cepies ar sepies without covers, and distribution of this periodical for pramiums, advertising, or givesways, are strictly forbidden.















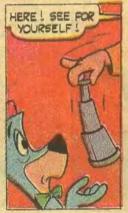






























































































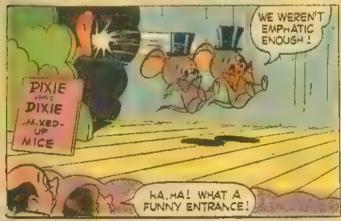




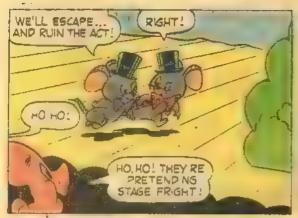


















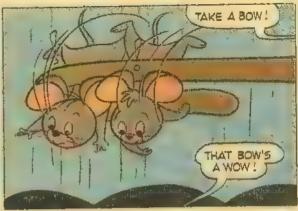




































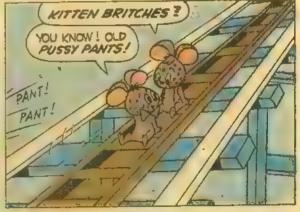


















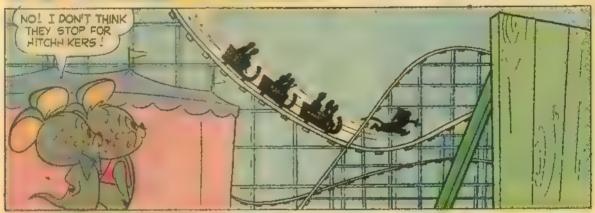




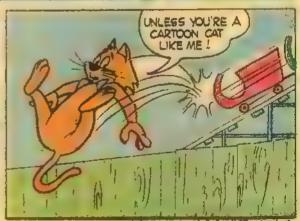




































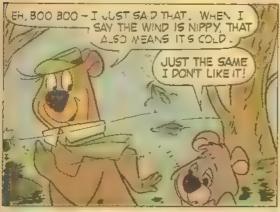
























































































































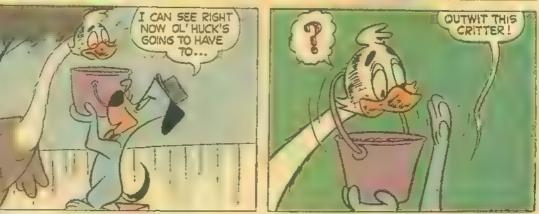






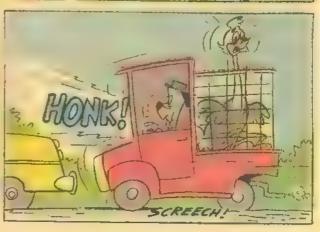




















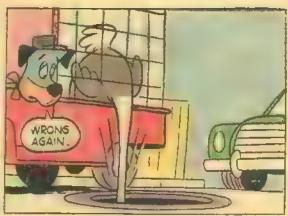




























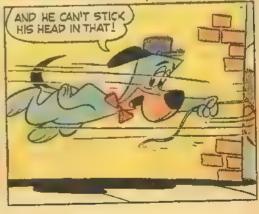












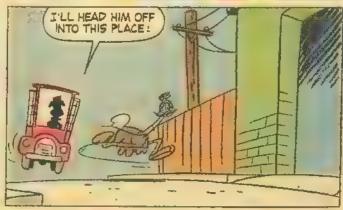








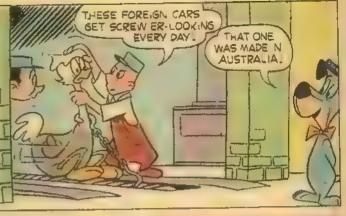














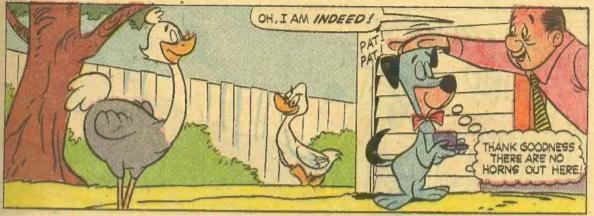




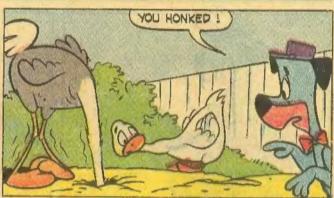
















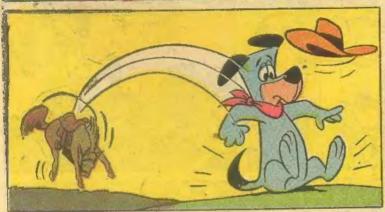


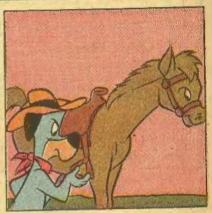












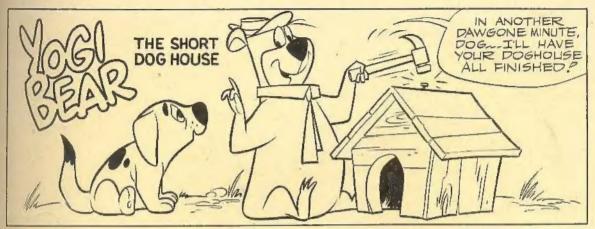


A PLEDGE



TO PARENTS

The Dell Trademark is, and always has been, a positive guarantee that the comic magazine bearing it contains only clean and wholesome entertainment. The Dell code climinates entirely, rather than regulates, objectionable material. That's why when your child buys a Dell Comic you can be sure it contains only good fun. "DELL COMICS ARE COOD COMICS" is our only credo and constant goal.



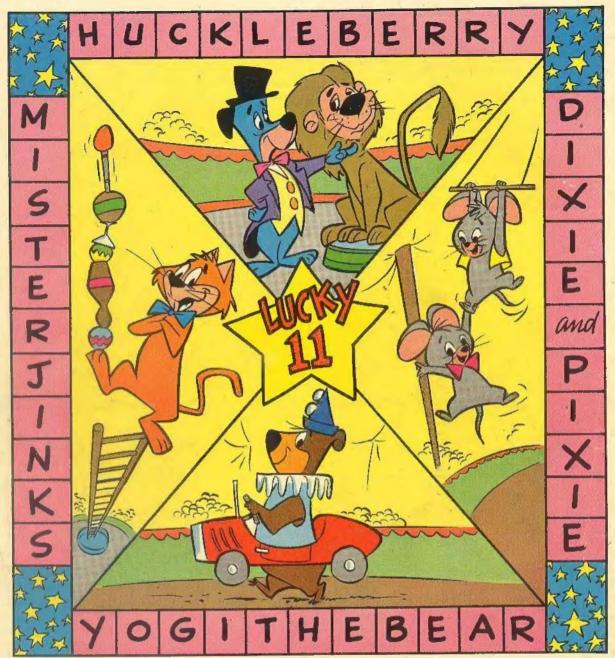












Two, three, or four people can play Huckleberry's fast-moving game! First, take a piece of paper and rule off four sets of eleven squares, each the same size as the squares on the "Lucky 11" board. Print the words Huckleberry, Dixie & Pixie, Yogi The Bear, and Mister Jinks, placing one letter in each square. Then, cut the squares apart and mix them in a cup placed on the star in the center of the board. The players next choose a name of one of the characters and take turns drawing letters from the cup with eyes closed.

If a letter in the player's chosen name is drawn, he covers it on the board above, using the square he has drawn. Otherwise he returns the lettered square to the cup and hopes for better luck on his next turn. The first player to cover the eleven letters in his chosen name makes LUCKY ELEVEN and a bonus of seven. Then the other players count the letters they have covered and the points are recorded by a scorekeeper. Then, all the letters are returned to the cup to play eleven rounds to complete a game. High score wins.